

## ABSTRACT:

Drawing Fig. 3 shows a Gravity-fed Liquid Chemical Dispenser Bottle (100), which stops the irritating wait for a bottle turned upside down to dispense thick Liquid Chemical (204) such as condiments, pharmaceuticals, motor oil, etc. especially with a low bottle, furthermore, the gravity-fed device stops the need to flip the bottle over to dispense such as in prior art ketchup bottles or motor oil bottles which can create a messy spill, furthermore, said gravity-fed device also stops the undesirable dispensing of Non-emulsified Liquid from Liquid Chemical (202) which floats to the top of a prior art bottle and is dispensed first along with air (202), furthermore, this invention stops the waste of Liquid Chemical (204) near the bottom and on the sides of prior art bottles which is now often thrown away, furthermore, the device is useful for, but, not limited to thicker, slow Liquid Chemicals (204) such as ketchup, mustard, barbecue sauce, relish, mayonnaise, etc., pharmaceuticals such as hand lotions, creams, shampoos, etc., and automobile chemicals such as anti-freeze, hydraulic fluid, motor oil, etc., furthermore, the device consists of a glass or squeezable plastic bottle shaped like a prior art ketchup bottle having a Twist Ventilation Only Cap (102) on top of the bottle, a One-way Trapdoor Diaphragm (103) to prevent spills and Liquid Chemical (204) dispensing from the top, a Real Bottle Top with Ventilation Hole (104), a Liquid Chemical Bottle Body (106), a Real Bottle Bottom ts

with Nozzle (108), a Flip-off/Flip-on Nozzle Cap (110), and a False Bottle Bottom or Stand (112), furthermore, the Twist Ventilation Only Cap (102) is optionally rotatable to allow air (202) intake through the Real Bottle Top with Ventilation Hole (104) with means to prevent a vacuum developing on large dispenses, furthermore, the False Bottle Bottom or Stand (112) is detachable by a screwing, flipping, or snapping motion revealing the Real Bottle Bottom with Nozzle (108).

Patented by the inventor of the device